



JUMPING FLASH!

PlayStation® Classic

FAR IN THE FUTURE...

Malicious Baron Aloha has cooked up a diabolical scheme – he is stealing our planet, piece by piece!

The evil astrophysicist has excavated vast chunks of our world, enslaved our populations and shuttled the whole works off into space to become his own jet-propelled, galactic continents.

Greedy Baron Aloha has turned our serene world into Swiss cheese to make his own private resorts. Can anybody – or anything – stop him?

Well, the answer is “yes”, actually! One brave robot can do the job: Robbit.

As the perfect pest controller, Robbit is specially built to make bug juice out of Baron Aloha and his swarms of verminous minions.

Robbit can find supercharged special weapons on every world to use as needed, and his electric spring legs even give him the ability to perform high jumps at the touch of a button. And as every space traveller knows, Robbit’s stomping power is unmatched this side of the Ekpiteta Nebula.

But Baron Aloha has unplugged the Jet Pods that propel each world and stashed them in different locations across the realm. Only he knows where they are. If Robbit can recover the Jet Pods, he can save our world from the clutches of evil!

Robbit’s got the attitude. Can you stand the altitude?

DEFAULT CONTROLS

| | |
|--|--|
| Move forwards or backwards | UP or DOWN button |
| Turn left or right | LEFT or RIGHT button |
| Turn and move diagonally left or right | UP button + LEFT or RIGHT button |
| Quickturn (jump back and rotate) | DOWN button + LEFT or RIGHT button |
| Look up | R1 or R2 button + DOWN button |
| Look down | R1 or R2 button + UP button |
| Look left or right | R1 or R2 button + LEFT or RIGHT button |
| Jump | CROSS button |
| Shoot | SQUARE button |
| Use special item | CIRCLE button |
| Pause/resume | START button |

ROBBIT'S SPECIAL MOVES

Robbit's jumping ability is beyond belief! He springs high, hangs in the air and glides like a hawk to touch down on the target.

JUMP: Press the CROSS button once to jump. Press the UP, DOWN, LEFT or RIGHT buttons while airborne to glide towards a landing spot, using Robbit's feet and shadow as a guide.

DOUBLE JUMP: At the apex of your first jump, press the CROSS button again. If your timing is right, you'll use the top of the first jump as a springboard to a higher jump.

HANG-GLIDING: Press and hold the CROSS button while airborne. Robbit will hang in the air for a moment before drifting down. Press the UP, DOWN, LEFT or RIGHT buttons to turn and glide towards a landing. Release the buttons to drop straight down.

Practise the special moves until you master them. Figure out how to do higher jumps and other moves. Be imaginative. You'll need these tricks to reach the Jet Pods, enter Bonus rounds and conquer Baron Aloha.

YOUR MISSION

Find the four Jet Pods in the first two stages of each world. Then jump on the Exit Pad to launch Robbit into the next stage. Defeat poisonous, monstrous or magical machines to rescue the world's inhabitants and restore the pieces of the planet to their rightful place.

And listen out along the way for helpful warnings, advice and jokes from Kumagoro – Robbit's on-board lookout.

THE GAME SCREEN

TIMER: Each stage has a time limit. When you start the stage, the countdown begins. If time runs out before you've cleared the stage, you lose a life and start over.

SCORE: Tally up the highest score you can! Add points by creaming the riffraff, collecting coins and clearing stages. Go fast and get additional points as a time bonus. You're awarded an extra life at 300,000 points and at each additional 1,000,000 points after that.

SPECIAL ITEMS: The special items you collect are carried in Robbit's three cargo bays. If you pick up a fourth weapon, it replaces the first one.

Fire these weapons by pressing the CIRCLE button. Special weapons are used in the order they are acquired.

| | |
|----------------------------------|---|
| RADAR: | Locate attackers before they get you! The lighter blue V-shaped area is your field of view. Turn Robbit completely around for a full scan of your position. Watch the radar and you won't be ambushed by multi-footed felons lurking behind you! |
| | White dots = Enemies |
| | Yellow dots = Jet Pods |
| | Red dots = Power-ups |
| HP (HIT POINT) METER: | Robbit goes from robustly healthy to dangerously weak as enemy shots pound his armour. His state of health decides how many more hits he can take. A full green meter is best, but it can soon drain to yellow caution and then to red alert! If the meter drains to zero, Robbit's systems shut down and you lose a life. Collect carrots to perk up Robbit's health, and dodge enemies or blast them before they can shoot you. |
| LIVES: | You start each game with three lives. Lose all three, and the game ends – for the moment. You can revive lost games with unlimited Continues. You'll resume the game from Stage 1 of your current world with three new lives. Hunt down Robbit "1-Ups" and try for super-high scores to add to your lives. |
| JET PODS: | This counter keeps track of Jet Pods as you collect them. Recover four Jet Pods and then tag the Exit Pad to clear Stages 1 and 2 of each world. |
| KUMAGORO: | Your fun-loving sidekick pipes up to warn you of impending doom and offers hints on how to win. |

PICK-UPS

Jump on these icons or move through them to add them to your arsenal.

SPECIAL ITEMS

Special items are mega-powerful weapons. Shoot them off when armies of enemies are advancing, so they'll do the heaviest damage. You'll find plenty of special items in each stage, but they don't carry over from one stage to the next.

- Cherry Bombs explode when they hit something or travel a certain distance.
- Rockets put pests in the hot seat.
- Roman Candles spray a red-hot light. Incinerate everything while you spin around in a 360° circle.
- Twisters sizzle and spin, then blow up in a blizzard of sparks.

POWER-UPS

These goodies take effect immediately.

- A single carrot restores some HP
- A bunch of carrots completely replenish HP.
- The Hourglass sets the timer back 30 seconds.
- Robbit "1-Ups" present you with extra lives. Search for these power-ups in hidden and out-of-the-way spots. After World 1, you can only find them in Stage 2 of each world.
- Time Outs freeze all enemies, though not for long. It's your moment to make headway without pest problems!
- Power Pills make Robbit so tough that he destroys every foe he touches... and nothing can hurt him! Too bad the effect soon wears off.
- Blasted bad guys spill coins when they explode. Silver coins are worth 100 points; rare gold coins add 500 points to your score.

ROBBIT'S WORLD TOUR

WORLD 1: NATURE IN THE ROUGH

Aloha's mountain village is abuzz with pests. While you attempt to gather the Jet Pods, they attack front, back and sideways. Try triple jumps to avoid the volcanoes and twisting lava streams. Falling off the edge of the world is uncool. A flashing red windscreens means you've been hit.

Slay a diesel-breathed dragon in the foothills to reclaim this world.

WORLD 2: ALOHA'S EGYPT

Pharaoh Aloha has history his way while you search through a maze of pyramids for hidden Jet Pods. Get a foothold on floating platforms then take a flying jump to reach the heights. Secret inner sanctums filled with Robbit-loot welcome you – if you know where to shoot.

A nasty Scorpion with an evil sting barricades your exit from this world.

WORLD 3: PLAYLAND

Play keep-away with an avalanche of floating books. You'll slide off the balloons if you wait too long, so just use them for instant stepping stones. Jump constantly and map out your direction ahead of time. Propellers catch the updraft for needed lift. Balance on a rocketing roller-coaster, and time your jumps off the trampoline. Radar gives you a fast fix on the Jet Pods.

Take a tea break with a cracked-up clown, and stomp the crockery for a smashing finale.

WORLD 4: WINTERLAND ON ICE

You'll fall for this world. A couple of quick steps and you could be skating straight into danger. Try a quickturn or hop to a stop to halt your uncontrolled slide. Avoid bashing into huge ice slabs... they're practically invisible, but they can stop you cold. The undersea cavern's ceiling is too low for jumping, so find transporters to teleport to different chambers, locate all the Jet Pods and clear the stage.

Be warned – a missile-toting tortoise is set to blast your mission through the roof.

WORLD 5: CITY SKIRMISH

Hard-hat workers are armed and dangerous, under orders to take you apart. Get to the office rooftops, and ride the floating platforms to reach the Jet Pods. At night, the city takes a sinister turn, with towering skyscrapers, treacherous roadways and floating buildings. Butane torches are timed to flame on and off, so move to their rhythm to avoid taking hot licks.

Face off against a tricky shape-shifter to make the city safe again.

WORLD 6: SKY SPORTS PARK

Navigate a maze of girders blazing with force-fields to reach the Jet Pods. The central star is a launch pad. You'll have to figure out the exact point at which to jump to the next foothold.

Wait! What's this? An evil Robbit nemesis? Yes! And he's haunting the Coliseum and – even worse news – he has the power to make himself invulnerable. Sorry, but this time you'll have to shoot the cute bunnies to defeat your lookalike foe.

And, finally, Baron Aloha, the "Champeen" himself, puts up his dukes. You'd better have the right stuff... he is one tough challenger.

PLAYING BONUS ROUNDS

Bonus rounds are hidden in every world, and they're worth finding. In these enemy-free rounds, you race against the clock to pop all the balloons or amass piles of power-ups and coins – without having to dodge deadly foes.

Look for the Bonus Ring and jump into it to enter the round.

Pop balloons by shooting and jumping on them. Burst all the balloons before "Time Over" and you'll win an extra life.

Some balloons spill power-ups and coins when they burst. You can collect these to take with you when the regular stage resumes. You must choose between popping all the balloons for an extra life or collecting items to take with you. You can't do both.

The round ends when you pop the last balloon, fall off the stage or the clock ticks down to "Time Over."

PAUSING A GAME

Press the START button to pause the action and the game clock, and access the Pause menu. Use the directional buttons to select an option, and press the START button to continue.

Continue – resume the game from where you last left off.

Try Again – start the current stage over from the beginning.

Retire – end the game and go to the Main Menu, where you can start a new game, save the game at the point where it ended, or load and play a saved game.

SCORING

A Score screen adds up your points when you finish each stage. The better you do, the more award points you receive, for instance you receive award points for time remaining on the clock, so finish each round as fast as you can.

GAME OVER

The game ends when you free all six worlds from Baron Aloha and his dreadful minions. But wait... there's more! You can repeat the worlds with all-new challenges. Select "Game Start" on the Main Menu and press the LEFT or RIGHT buttons to highlight a world, then press the START button to jump straight back in.

CONTINUE

Lost all of your lives? Luckily for you and unluckily for Baron Aloha, you have unlimited continues. That means you can play on and on and on and on and on. Taking regular breaks, of course.

To resume a game from the beginning of your last stage, select "YES" on the Continue screen and press the START button.

Go on, Robbit, jump and go!